

Hari Gadiraju

ENTREPRENEUR / PRODUCT DESIGNER / ENGINEERING LEADER

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<https://linkedin.com/in/harigad>

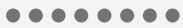
ABOUT ME

Operations and UX Experience obsessed Product Leader and Entrepreneur with a decade of experience in taking mobile and IOT products from ideation to engineering execution to post launch operations.

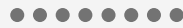
Bachelors Degree
SCHOOL OF ARTS & TECHNOLOGY - UT DALLAS

MY SKILLS

Entrepreneurship



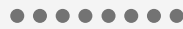
Product Leadership & Execution



Mobile Engineering



IOT & Sensors



Computer Vision



PORTFOLIO

www.247productleadership.com

STARTUPS LAUNCHED

www.humm.health

www.pickaspot.io

www.popwork.io

PRODUCTS MANAGED

PRICE WATER COOPER

7-11

ANTHEM HEALTHCARE

MV TRANSPORTATION

DIVISIONS MAINTENANCE GROUP

Your employees work 9-5 but your products must run 24/7. I build operations focused products that are run and supported 24/7 365 days a year.



FOUNDER | PRODUCT & ENGINEERING

HUMM | <https://humm.health>

Nov, 2020 - Present

- Lead the design of product from inception
- Hired and managed a team of mechatronic engineers
- Hired and managed a team of mobile engineers
- Architected the product for continuous uptime
- Setup strategy for 24/7 engineering support for the mobile teams
- Lead the UX Designers to define the mobile experience
- Hired and worked with a small marketing team to create social buzz to increase social media followers for the product.



FOUNDER | MOBILE & IOT

PopWork | <https://popwork.com>

Mar, 2018 -Present

- Pre-boarded potential customers to sign them up as beta customers
- Conducted research along side international manufacturers to identify compatible sensors
- Worked with manufacturers to build locks supporting mobile SDKS
- Hired and manage UX Designers to design the mobile experience and brand
- Hired and manage a team of mobile engineers
- Worked with marketing team to launch Goto Market campaigns
- Setup a network of POD installers from New York, California, Florida and Texas for quick installation once the customer ordered the Pod.

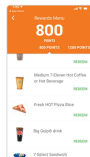


MOBILE EXPERIENCE & DEPLOYMENT

Price Water Cooper: Astro

Jan, 2019 - June, 2020

- Worked with business to identify their needs and convert them to measurable features inside the APP.
- Hired and managed a robust team of mobile engineers and designers.
- Worked with stake holders to prioritize upcoming features and roadmaps.
- Architected and managed the implementation of a robust design system that allowed the business to add new features to the app without needing any code changes.
- Strategized the implementation of RUM and telemetry for 24/7 monitoring of the app performance.
- Managed the migration of Astro mobile app from IONIC 3 to IONIC 4.



MOBILE EXPERIENCE & DEPLOYMENT

7-11 Stores: Mobile POS System

June, 2017 - Jan,2019

- Worked with business to identify their needs and convert them to measurable features inside the APP.
- Lead the design of the in store mobile app.
- Hired, mentored and managed a team of mobile engineers, designers and QA automation engineers.
- Architected the implementation of the features to allow for fast deployment cycles.
- Implemented the strategy for Real User Metrics
- Implemented telemetry to monitor and respond to production operational issues in real time.



MOBILE EXPERIENCE & ARCHITECTURE

Anthem Health Care: Mobile APP

Oct, 2015 - June,2017

- Designed and the lead the implementation of the brokers app.
- Worked with business to identify their needs and convert them to measurable features inside the APP.
- Prioritized the CI/CD pipeline for the product and hired and directed the mobile devOps team.
- Implemented architecture to facilitate real time deployments to all stake holders.

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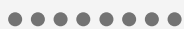
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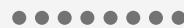
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COMPUTER VISION

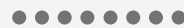
OPENCV



YOLO



ROS



TENSOR FLOW



MOBILE & IOT

REACT NATIVE



SWIFT



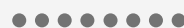
KOTLIN



MOBILE CI/CD



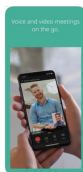
DOCKER



CQRS



NODE JS



MOBILE ARCHITECT

Avaya | <https://popwork.com>

Aug, 2013 - Oct, 2015

- Manage a diverse mobile team of engineers
- Worked with business to get the requirements
- Worked closely with the UX team to improve and perfect the designs
- Collaborated with internal teams to understand the data flow and dependencies.
- Worked with managers of internal teams to prioritize and collaborate to meet the deadlines



TELEVISION UI ARCHITECT

VERIZON | FIOS TV EXPERIENCE

Mar, 2010 - Aug, 2013

- Lead the development of UI screens for FIOS TV
- Hired and trained UI engineers
- Worked with product owners to prioritize deliverables
- Hired and trained the UX team to exclusively work on SVGs
- Worked with the UX team to come up with an efficient method to get the UI working on all sizes television screens.



FOUNDER | PRODUCT (ACQUIRED)

APP SOUL

June, 2008 - Mar, 2010

- Lead the design of product from inception to launch
- APP SOUL is a drag and drop CMS tool for building mobile apps
- Hired and managed a small team of mobile and UI engineers to build the cms tool to customize any mobile app
- Hired and worked with marketing team to raise awareness for the product
- Pitched the product at various investor events around texas
- Successfully sold the company to exit .